

**IN THE CLAIMS:**

1. (PREVIOUSLY PRESENTED) A gaming machine system, including: a processor determining a result of a slot machine game having actual or simulated reels at processor controlled times or time intervals; and a plurality of terminals communicatively linked to said processor, the outcome at each said terminal being solely dependent on the single, communal result determined by said processor.
2. (PREVIOUSLY PRESENTED) A gaming machine system as claimed in claim 1, wherein said processor is adapted to determine individual payouts for each terminal based on the communal result and a wager made at the respective terminal.
3. (PREVIOUSLY PRESENTED) A gaming machine system as claimed in claim 1, wherein said processor is operatively coupled to at least one display means for displaying the communal result.
4. (PREVIOUSLY PRESENTED) A gaming machine system as claimed in claim 3, wherein said processor determines communal results at predetermined intervals, and the time to the next interval is displayed on the display means and/or each terminal.
5. (ORIGINAL) A gaming machine system as claimed in claim 1, wherein each terminal includes a player interface that displays a history of player wagers, previous communal results, or other selected data.
6. (ORIGINAL) A gaming machine system as claimed in claim 5, wherein said player interface assists the player of each terminal to place wagers on the slot machine game.
7. (PREVIOUSLY PRESENTED) A method of operating a gaming machine system having processor and a plurality of terminals linked thereto, said method including the steps of: at least one player making a wager on a slot machine game at any respective terminal; determining the result of the slot machine game with said processor on actual or

simulated reels; providing said result to all of said plurality of terminals as a communal result; and awarding any payout to said at least one player dependent on the communal result and the wager made by said player.

8. (PREVIOUSLY PRESENTED) A method as claimed in claim 7, further including the step of displaying the determined communal result with said processor.

9. (ORIGINAL) A method as claimed in claim 8, wherein the step of determining the communal result is performed at a predetermined interval or time.

10. (ORIGINAL) A method as claimed in claim 7, further including the step of, once the communal result is determined, displaying the time remaining until the result of the next slot machine game is to be determined.

11. (PREVIOUSLY PRESENTED) A method of playing a communal slot machine game on a gaming machine system, including the steps of: players making wagers only at respective terminals included in said gaming machine system; whether or not said wagers have been made, rotating a plurality of actual or simulated moving reels included in said gaming machine system a predetermined or random number of times, each moving reel having symbols marked on faces thereof; stopping the rotation of said moving reels to display a combination of said symbols representing a communal result; and providing said communal result to all of said terminals, the outcome at each terminal being dependent on said communal result; and payments at said terminals being dependent upon whether a wager has been made at said terminals.

12. (PREVIOUSLY PRESENTED) A gaming machine system, including: a processor determining a result of a slot machine game; and a plurality of terminals each of which is physically separate from said processor and linked via communication means to said processor, the outcome at each said terminal being solely dependent on the single, communal result determined by said processor, wherein only said terminals can received individual wagers by players.

13. (PREVIOUSLY PRESENTED) The method of claim 12 wherein a processor determines the outcome, the outcome is a communal outcome, and the processor enables display of the outcome on a communal display.

14. (PREVIOUSLY PRESENTED) The method of claim 13 wherein the processor also enables display of the communal results on individual displays on each of said terminals in addition to the communal display.

15. (PREVIOUSLY PRESENTED) A method as claimed in claim 12, wherein a communal result is determined at a predetermined interval or predetermined time.

16. (PREVIOUSLY PRESENTED) A method as claimed in claim 15, further including the step of, once the communal result is determined, displaying the time remaining until the result of the next slot machine game is to be determined.

17. (PREVIOUSLY PRESENTED) A gaming machine system, including: a processor determining a result of a slot machine game having actual or simulated symbols displayed in-reel format at processor controlled times or time intervals; and a plurality of terminals communicatively linked to said processor, the outcome at each said terminal being solely dependent on the single, communal result determined by said processor.

**SUMMARY OF THE OFFICE ACTION**

**1. Claims 1-17 are presently pending.**

**2. Claims 1-3, 7-9, 11-15 and 17 are rejected under 35 USC 102(b) as anticipated by U.S. Patent No. 4,805,907 (Hagiwara).**

**3. Claims 4-6, 10 and 16 have been rejected under 35 USC 103(a) as unpatentable over U.S. Patent No. 4,805,907 (Hagiwara) in view of Published US Patent Application No. 10/381,682 ("Bursill," which claims PCT priority from an application filed on September 25, 2001).**